

SAUNDERS

C R E A T I V E

PHIL SAUNDERS • 2623 Euclid St. Apt C, Santa Monica, CA 90405 • Tel.310.780.1870 • phil@saunderscreative.com • www.saunderscreative.com

WORK EXPERIENCE

FREELANCE DESIGN CONSULTANT - member IATSE Local 790

PRESENT

- Provide design, directing, visualization and storyboarding services to the entertainment, product and automotive industries.

Recent Clients:

UNIVERSAL STUDIOS
COLUMBIA PICTURES
MGM STUDIOS

LOOK FX - CENTROPOLIS FX
WARNER BROTHERS STUDIOS
SUPERMEGA PRODUCTIONS
BURTON SNOWBOARDS
JUNGLE FILM
SUPERMEGA PRODUCTIONS

"Jarhead" Feature Film - Illustration
"Zathura" Feature Film - Concept Design & illustration
"The Outer Limits" Feature Film - Concept design & illustration
"Saturn" TV Campaigns 2003 & 2004 - Concept design & storyboards
"Superman" Feature Film - Concept Design & illustration
"Torque" Feature Film - Custom motorcycle concept designs
"Punch" 2004 & "Chopper" 2004-'05 Snowboards - Illustration
"Milford Tea" Commercial - Storyboards & Costume design
Mariah Carey "Boy (I Need You)" Video - Concept Design

Prod. Des.: Dennis Gassner
Prod. Des.: Michael Riva
Dir.: Rupert Wainwright
Dir.: Kai Sehr
Prod. Des.: Owen Patterson
Dir.: Joseph Kahn
Art Dir.: Michael Jagger
Dir.: Kai Sehr
Dir.: Joseph Kahn

CREATIVE DIRECTOR - PRESTO STUDIOS

1992 - 2002

- Built a reputation for creative excellence and attention to detail at the top of the industry. *Myst 3: Exile*, was a #1 hit and was reviewed by NEXT GENERATION magazine as "...one of the best-looking games ever made."

- Responsible for overseeing and contributing to the entire creative development of numerous award-winning games, from initial concept, story development, gameplay, visual and audio design, to live-action direction and art direction.

- Responsible for interfacing with the technology group to ensure the smooth integration of art and engineering on projects ranging from pre-rendered adventure titles, to real-time 3D action; from PC and Mac platforms to development for Playstation and X-box.

Notable Credits:

WHACKED! - X-BOX game for Microsoft
MYST III: EXILE
THE JOURNEYMAN PROJECT Trilogy

DESIGNER - NISSAN DESIGN INTERNATIONAL

1991 - 1995

- Developed automotive exterior and interior concepts and styling for both production and advanced study. Projects I contributed to include the 1998 Quest/Mercury Villager minivan, 1996 Pathfinder SUV and 1998 300ZX Advanced Concept.

- Developed product concepts for clients such as Apple Computer and Salomon Skis.

CONSULTANT - SIM-EX DIGITAL / INTERACTIVE SIMULATIONS

1990 - 1993

- Created conceptual & production designs for location-based entertainment. Designed simulator interiors, architectural installations, props, vehicles, environments and costumes. Produced storyboards and production paintings for ridefilms.

Credits:

SEATREK - Toronto, Canada
TERABYSS - Rokko Island, Japan
DEEP SEA ADVENTURE - Tokyo, Japan
AQUAPORT - Unproduced

design . directing . storyboarding . illustration . vision

EDUCATION

ONTARIO COLLEGE OF ART - INDUSTRIAL DESIGN

Graduated with Honors 1991

AWARDS

2001 Computer Games Magazine's "The Year's Best": 'Myst 3: Exile'
BEST ADVENTURE GAME
BEST ART DIRECTION

2001 Mac Home Journal Reader's Choice Awards: 'Myst 3: Exile'
GAME OF THE YEAR

1998 PC Gamer's "Top Ten Games for 1999": 'Beneath'

1997 INVISION Multimedia Awards: 'The Journeyman Project 3: Legacy of Time'
GOLD; Best Overall Design
GOLD; Best Adventure/Role Playing Game

1996 PC Entertainment Editors' Choice Awards: 'Buried in Time: The Journeyman Project 2'
BEST ADVENTURE GAME

1995 INVISION Multimedia Awards: 'Buried in Time: The Journeyman Project 2'
GOLD; Best Graphics
BRONZE; Best Story and Script

1993 INVISION Multimedia Awards: 'The Journeyman Project'
BRONZE; Best Production Design

RELATED SKILLS AND EXPERIENCE

- Skill at quick visualization, marker rendering, storyboarding, traditional & Photoshop illustration, matte painting, modelmaking & clay sculpting; texture mapping and 3-D modeling.
- Experience directing live-action, bluescreen, animation voice-over and CGI.
- Experience directing teams of as many as 20 artist on multiple projects.
- Extensive direction of all aspects of digital effects production for games.
- Proficiency in Photoshop and Illustrator, 3D Studio Max, Alias Studio; working knowledge of After-Effects, Final Cut Pro

INTERESTS AND ACTIVITIES

Screenwriting and fiction writing, drawing, reading, music, film, computer games, Porsche club racing, rock climbing, mountain biking, skiing, snowboarding, scuba diving, basketball and volleyball, travel.

Guest lecturer & tutorial instructor at the Game Developer's Conference 2001, 1999 and 1997

PORTFOLIO AND REFERENCES

Available upon request.

Additional work experience available upon request.